

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4S
 Responsive : thru 4S Maximal
 Support: Dbl. thru 2H Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level 6+ to _____ HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
Modified Michaels; Leaping Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

MinorWood

vs Interference: DOPI DEPO Level: 4 & 5; 6 ROPI

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
X X X X (X) X	X X X X (X) X
X X (X) X X X (X) X	X X (X) X X X (X) X
(A) K x T 9 x	(A) K J x A Q Q x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	(K) Q J x (K) Q T 9
J T 9 Q T 9 x	(Q) J T x Q T 9 x
K Q T 9	(J) T 9 x T (9) x x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING **PLEASE ASK**

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. Sandwich BPH
Balancing: 11 to 14/17
 Jump to 2NT: Minors 2Lowest
 Conv.

DEFENSE VS NOTRUMP

vs:	<u>STRONG</u>	<u>WEAK</u>
2♣	<u>Majors</u>	<u>Majors</u>
2♦	<u>Multi</u>	<u>Multi</u>
2♥	<u>5H & Minor</u>	<u>5H & Minor</u>
2♠	<u>5S & Minor</u>	<u>5S & Minor</u>
Dbl:	<u>4 Major & 5+ Minor</u>	<u>PEN</u>
Other:	<u>2NT/3NT = Minors</u>	

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other FSJ; Reverse Drury BPH; 2(M-1) = CONST BUPH

VS Opening Preempts Double Is

Takeout thru 4S Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Upside-Down: count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

NAMES Pierre Daignault & Boris Baran

GENERAL APPROACH

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2Bids Other

NOTRUMP OPENING BIDS

1NT 14+ to 17
 3♣ Puppet Stayman
 3♦ 5-5 Minors, FG
 3♥ SPL, 5-4 Minors
 3♠ SPL, 5-4 Minors
 5-card Major common
 System on over DBL/2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠ Lebenschl (Fast denies)
 2♠ Trans To C Neg. Double Thru 4S
 2NT Trans To D Other: Baze, DONT Rescues
 4♦, 4♥ Transfer Smolen

2NT 20 to 21

Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Relay to 3NT for Minor-Oriented Hands

3NT _____ to _____
Gambling

Conventional NT Openings

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 1S - 3x = SPL; 1H - 3m = INV; 1H - 2S = unknown SPL
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 15 to 17 33(34)
 Drury : Reverse 2-Way Fit
 Other: FSJ in COMP

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: FSJ in Comp
 Frequently bypass 4+♦
 1NT/1♣ _____ 7 _____ to _____ 10
 2NT Forcing Inv. _____ 12 _____ to _____ 14
 3NT: 15 to 17
 Other: 1D - 3C = INV, 1m - 2S = Mixed, 1m - 2H = 5S/4H 4 - 9 HCP

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 0 or 1 Control	Controls Kokish, Transfers
2♦ <u>11 to 16</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>	Flannery 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5 to 10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2H - 3m = NF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5 to 10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2S - 3m = NF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF **

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game

Rozenkranz; Snap-Dragon; 2-Way Check-Back after 1NT Re-Bid;

CRASH; After 2NT Re-Bid: 2C = Relay to 3D, 3D = Check-Back